

BELGOI

TERRIBLE SOUNDS ARE CARRIED ACROSS the Athasian plains, but perhaps the most insidious is the jingling of small bells—the work of belgoi. The dissonant chimes of these gaunt humanoids tug at travelers' minds, entrancing victims and luring them out into the wastes, where they become easy prey for the hungry belgoi.

LORE

Arcana DC 19: Once a proud, evil race of fey, the belgoi were stranded in the barrens of Athas by the destruction of their homelands. They came to hate the desert world and all its residents, and they degenerated into a madness that has led them to devour other humanoids and despoil all they touch. Life force literally leaks from some of the wounds inflicted by belgoi.

Belgoi gather in small, nomadic tribes that are led by the strongest member. They ruin wherever they live, consuming everything they can and destroying or polluting the rest. While the tribe camps, hunting parties scour the surrounding area for game. Belgoi kill and eat whatever they can catch, but they prefer meat seasoned with the terror that a sentient creature feels when it faces impending death.

Belgoi have another reason for devouring humanoids—they believe that eating the flesh of a victim grants them the fallen one's power. The strongest belgoi have consumed numerous enemies. For the sake of gaining and conserving personal power, belgoi also eat their own dead. They harbor a special taste for eladrin, whom they blame for destroying their home.

ENCOUNTERS

Wicked humanoids such as gith might ally with belgoi or take in a few stalkers or hunters that lack the numbers to form their own raiding band or tribe. Like other humanoids, belgoi catch and tame wild beasts such as baazrags, chathrangs, and drakes. In particular, belgoi keep creatures that are skilled trackers or that can sniff out wounded prey. These beasts are intentionally malnourished by the belgoi, making them vicious and forcing them to fend for themselves.

BELGOI CRAVEN

The weakest belgoi are cowardly creatures that rely on their stronger kin for cover and aid. They seek to gang up on wounded or isolated foes.

Belgoi Craven	Level 7 Minion Skirmisher
Medium fey humanoid	XP 75
HP 1; a missed attack never damages a minion.	Initiative +9
AC 20, Fortitude 19, Reflex 20, Will 18	Perception +5
Speed 6	Low-light vision
TRAITS	
Craven Slink	
The craven gains a +2 bonus to all defenses while adjacent to an ally.	
Hungry for Blood	
The craven's attacks deal 2 extra damage against bloodied creatures.	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage.	
MINOR ACTIONS	
↷ Compelling Ring (charm) ♦ Encounter	
Requirement: The craven must be holding a bell.	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: The craven slides the target 5 squares to a square that is adjacent to the craven or one of its allies.	
Skills Athletics +9, Stealth +12	
Str 12 (+4)	Dex 19 (+7) Wis 15 (+5)
Con 16 (+6)	Int 8 (+2) Cha 8 (+2)
Alignment chaotic evil Languages –	
Equipment bell	

BELGOI STALKER

Slinking through the wastes alone, a belgoi stalker watches for travelers who are struggling to survive, engaged in a fight, or otherwise distracted. Flitting on the edges of a battle, the stalker gently rings its bell, drawing a lone victim away from the group.

Belgoi Stalker	Level 7 Lurker
Medium fey humanoid	XP 300
HP 63; Bloodied 31	Initiative +11
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +6
Speed 6	Low-light vision
TRAITS	
Hungry for Blood	
A belgoi stalker's attacks deal 1d6 extra damage against bloodied creatures.	
STANDARD ACTIONS	
⊕ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d4 + 4 damage, and ongoing 5 damage (save ends). If the target is dazed, the ongoing damage increases to 15, and the stalker takes a -5 penalty to all defenses until the start of its next turn.	
↷ Enticing Ring (charm) ♦ At-Will	
Requirement: The stalker must be holding a bell.	
Attack: Ranged 10 (one creature); +10 vs. Will	
Hit: The stalker pulls the target 5 squares, and the target is dazed until the end of the stalker's next turn.	
Skills Athletics +9, Stealth +12	
Str 13 (+4)	Dex 19 (+7) Wis 16 (+6)
Con 15 (+5)	Int 10 (+3) Cha 8 (+2)
Alignment chaotic evil Languages Common	
Equipment leather armor, bell	





BELGOI HUNTER

With one clawed hand, the hunter rings its tiny bell, luring an opponent closer. With the other, the belgoi drives a stained spear through its enemy's heart. When a group of belgoi attacks, the hunters engage foes directly, keeping them occupied and making them more vulnerable to the claws and chimes of the rest of the belgoi pack.

Belgoi Hunter Medium fey humanoid	Level 8 Soldier XP 350
HP 89; Bloodied 44	Initiative +9
AC 24, Fortitude 21, Reflex 20, Will 19	Perception +11
Speed 6	Low-light vision
TRAITS	
Hungry for Blood The hunter's attacks deal 1d6 extra damage against bloodied creatures.	
STANDARD ACTIONS	
⬇ Spear (weapon) ◆ At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.	
⬇ Stakeout (weapon) ◆ At-Will Attack: Melee 1 (one creature marked by the hunter); +15 vs. AC Hit: 2d8 + 7 damage, and the target is immobilized until the end of the hunter's next turn.	
MINOR ACTIONS	
⬅ Ringing Attraction (charm) ◆ At-Will (1/round) Requirement: The hunter must be holding a bell. Attack: Close burst 5 (enemies in burst); +9 vs. Will Hit: The hunter pulls the target 3 squares and marks it until the end of the hunter's next turn.	
Skills Athletics +13, Stealth +12	
Str 19 (+8)	Dex 17 (+7)
Con 17 (+7)	Wis 15 (+6)
Int 8 (+3)	Cha 6 (+2)
Alignment chaotic evil Languages Common	
Equipment hide armor, spear, bell	

SCOTT MURPHY

BELGOI CALLER

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi's foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller's bell never ceases.

BELGOI

Belgoi Caller Medium fey humanoid	Level 8 Elite Controller (Leader) XP 700
HP 178; Bloodied 89	Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21	Perception +9
Speed 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
Hungry for Blood The caller's attacks deal 1d6 extra damage against bloodied creatures.	
STANDARD ACTIONS	
⬇ Claw ◆ At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).	
⚡ Command of the Bell (charm, psychic) ◆ Recharge ☹ ☹ ☹ Requirement: The caller must be holding a bell. Attack: Ranged 10 (one creature able to take actions); +12 vs. Will Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller's choice.	
⚡ Distant Ringing (charm, psychic) ◆ Recharge when first bloodied Requirement: The caller must be holding a bell. Attack: Area burst 3 within 10 (enemies in burst); +12 vs. Will Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst's origin square. Each of the caller's allies in the burst can shift 1 square as a free action and make a saving throw.	
MINOR ACTIONS	
⬇ Ennui Lash (psychic) ◆ At-Will Requirement: The caller must be holding a bell. Attack: Melee 3 (one creature); +12 vs. Will Hit: 2d6 + 5 psychic damage, and the target takes a -2 penalty to Will until the end of the caller's next turn.	
Skills Athletics +11, Bluff +10, Stealth +13	
Str 14 (+6)	Dex 19 (+8)
Con 17 (+7)	Wis 20 (+9)
Int 10 (+4)	Cha 12 (+5)
Alignment chaotic evil Languages Common	
Equipment leather armor, bell	

BELGOI IN COMBAT

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.

